

Name: Angelina Knight
Genre: SAS Default Skills
First Comic Appearance:
Group Affiliations: Top 10 - Night Shift
Occupation: Police Officer
Territory:
Age: 208
Gender: F
Height: 5' 1"
Weight: 115

Description and Character Notes:

Body: 10
Mind: 10
Soul: 10
Health Points: 100
Energy Points: 100
Shock Value: 20
Combat Value: 10
Defense Value: 8

Attributes:

Skills

Driving 3x2 = 6 (Veteran)
Management/Administration 1x1 = 1 (Well-Trained)
Police Sciences 3x4 = 12 (Veteran)
Intimidation 3x3 = 9 (Veteran)
Stealth 4x3 = 12 (Master)
Occult 5x2 = 10 (Grand Master)
Street Sense 3x2 = 6 (Veteran)
Unarmed Attack 5x8 = 40 (Grand Master)
Acrobatics 1x6 = 6 (Well-Trained)
Etiquette 2x1 = 2 (Expert)
Interrogation 1x4 = 4 (Well-Trained)
Languages 5x1 = 5 (Grand Master)
Riding 2x1 = 2 (Expert)
Seduction 2x3 = 6 (Expert)
Sleight of Hand 2x3 = 6 (Expert)
Urban Tracking 3x3 = 9 (Veteran)
Writing 1x1 = 1 (Well-Trained)
Organizational Ties 3x1 = 3 (Between Connected and Respected)
Moderate Power
National
Flight 2x4 = 8 (50 kph)
Fly in any Direction
Regeneration 4x6 = 24 (20 Health Points restored each round)
Heightened Senses 3x1 = 3
Hearing
Smell
Vision
Special Defense 3x1 = 3
Ageing
Air/Oxygen to Breathe

Disease

Natural Weapons 2x1 = 2

Claws

Fangs

Extra Attacks 1x8 - 1 = 7

Only Extra Melee Attacks 1x-1 = -1

Mass Decrease (Insubstantial) 1x(3 - 1) - 1 = 1

Detectable 1x-1 = -1 (Detected using 1-2 methods)

Can Pass Through entry at lower level, -1 Points/Level

Super Strength 3x4 = 12 (8 tonnes and +30 damage in close combat and +12 strength check bonus)

Highly Skilled 10x1 = 10

Mind Control 2x5+ 1 = 11 (+1 Check Bonus, -1 to Resistance Check and 5 rounds)

Any Human or Alien

Targets 2x1 = 2 (5 People)

Concentration 1x-1 = -1 (Slight concentration)

Bane 1x-1 = -1 (20 pts/round of exposure)

Special Requirement 1x-1 = -1 (Easy to Obtain)

Mind Shield 2x1 = 2 (2 defensive levels of Mind and Soul, +20 mental armor)

Armour 3x3 = 9 (30 damage stopped)